

# BEST AVAILABLE COPY

PATENT NUMBER and  
ISSUE DATE

## U.S. UTILITY Patent Application

APPL NUM 10042713	FILING DATE 01/26/2001	CLASS 345	SUBCLASS 474	GAU 2671	EXAMINER KIMBINH T NGUYEN
----------------------	---------------------------	--------------	-----------------	-------------	------------------------------

\*\*APPLICANTS: Sasaki Ryusuke;

\*\*CONTINUING DATA VERIFIED: N/A kn

\*\* FOREIGN APPLICATIONS VERIFIED: yes kn  
JAPAN P2000-018303 01/27/2000

PG-PUB DO NOT PUBLISH <input type="checkbox"/>	RESCIND <input type="checkbox"/>
Foreign priority claimed <input type="checkbox"/> yes <input checked="" type="checkbox"/> no	ATTORNEY DOCKET NO
35 USC 119 conditions met <input type="checkbox"/> yes <input checked="" type="checkbox"/> no	SIP1P041
Verified and Acknowledged Examiners's initials	
TITLE : Methods and apparatus for transforming three-dimensional objects in video games	

NOTICE OF ALLOWANCE MAILED		KIMBINH T NGUYEN Assistant Examiner		CLAIMS ALLOWED	
				Total Claims 10	Print Claim for O.G.
ISSUE FEE				DRAWING	
Amount Due \$17	Date Paid			Sheets Drwg. 10	Print Fig. 11
				Figs. Drwg. 14	
		Primary Examiner		Application Examiner	
<input type="checkbox"/> TERMINAL DISCLAIMER		PREPARED FOR ISSUE			
<p>WARNING: The information disclosed herein may be restricted. Unauthorized disclosure may be prohibited by the United States Code Title 35, Sections 122, 181 and 368, Possession outside the U.S. Patent &amp; Trademark Office is restricted to authorized employees and contractors only.</p>					

FILED WITH: ☐ DISK (CRF) ☐ CD-ROM  
(Attached in pocket on right inside flap)